



Introduction

It's cold and damp. The frozen battlefield is a self-reflection of your hard-nosed, trained-to-the-bone shell. But on the inside, you're only a man. A man with a heart, a soul, a family. You must make it back to safety, for the sake of all that is good in the world... and save the lives of your comrades along the way. But what if you falter? What if the enemy gets to your men, or even worse, you? Who will tell mama Joe that her little boy ain't comin' home, 'cause someone was asleep on guard duty?

That's why we exist here at IGN Guides: to tell you to do stuff. So when we say "Drop and give us 20, and pick up the comforter for our new bed at the dry cleaners," you best damn be listening. Why? Because we help you *win*, son. *Win!* And it may seem a bit unfair to waste your gas money on grabbing us some beer and salty pretzels, but trust us when we say that *many* soldiers have flourished under our command. If you're trying to keep warm without turning on the heat, you're cheap with us in the **Intro**. If you accidentally shot your teammate, look at our **Basics** section for tips to avoid such occurrences in the future. Wanting to blast Nazis in all sorts of ways? Have a look-see at our **Weapons** section. Looking to fly through the awesome single-player missions? Browse our **Walkthrough**. Cheaters never prosper. Ehh, who are we kidding? Take a gander at the **Secrets** page. Think you can hang with the rest of your fellow gamers? Talk trash (politely) at the **IGN Boards**.



Kick some WWII butt in the name of IGN Guides, as our grandfathers have before us.

Guide by: David "Zoop, Yes Zoop!" McCutcheon

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Basics

The Essence of Crouching

There are three stances in Call of Duty 2: standing, crouching, and crawling. They should all come into play in obvious situations, as you must stand when moving somewhere quickly, crouch when moving somewhere quickly while you're under fire, and crawl to get under collapsed rubble, wooden planks, or other casual war scenes. Crawling also works to take extreme cover if the object you're hiding behind is ridiculously small. An icon will appear in the lower left-hand corner to indicate what stance you're currently in, in case you forget. You can also afford death by crawling randomly when under heavy fire.

The Power of Grenades

The grenades are likely going to be your best friend and your worst enemy throughout the progression of the game. They will get you out of a pickle if enemy troops are coming at you and your back-up is too scarce to make a difference. However, they can catch you off-guard on the opposition side of things, as if you're looking too hard for oncoming enemy fire, you may not notice that grenade being lobbed in your direction. The grenade icon that appears on screen throughout intense battles means that a grenade has been thrown in your direction, and you must scam before you're scrambled.




Reload Frequently

This should go without saying, but reloading is the key to success because if you're caught in a jam without any ammunition, you're royally screwed. This isn't to mean that you should reload every time you shoot your gun, as heavily fought areas should be an empty-clips festival (unless there's a break in the action, then by all means reload like crazy). Just try to reload after taking down a decent amount of enemies, or if you have lots of allies covering you, go for a quick reload so you can get more shots off to help them out when they'll need you most.

You Are Not a Lone Hero

You cannot win the war by yourself. This isn't a dramatization of futuristic, action-hero combat. This is World War II. Did Superman win the World War? No, he did not. The armies from around the world won World War II, and you're a singular soldier from one of a few countries in it. In other words, don't be stupid and use your head. You have your countrymen to back you up when you need it, and use them wisely. You cannot shoot every guard in the game yourself; allow your teammates to kill a soldier while you take the ones that they're having trouble breezing through.

Weapons

Grenades		Submachine Guns	
Smoke Grenade Grenade		Thompson Sten MP40 PPSH BAR PPS 42 Grease Gun	
			
<p>The uses of grenades should come like second nature. Smoke grenades will take a few seconds for the smoke they release to really gather up and create a thick fog that you cannot see past. This is useful for getting through the trenches when there are just too many enemies around you, or when trying to find a way around the turrets. Grenades themselves are about the closest you will get to indirect combat. Throw them into doorways at an angle to take care of enemies.</p>		<p>Man's best friend is no longer a dog, it's a submachine gun. A lot of the guns range in ammunition count (such as, the Thompson holds 20 bullets and forces you to reload very frequently, while the MP40 holds 32 bullets and will leave you with about 6 remaining after clearing an average room, if you're a good shot). The best thing about the submachine guns is the sense of freedom it gives you to explore an area. If there are a couple of enemies littered throughout a house, you can spring into the room and spray their guts on the wall in a matter of seconds. It is the essential run 'n gun weapon.</p> <p>Just don't take it sniping too often, as that's what your rifle is for. The submachine gun and the rifle go hand 'n hand, as you need one to succeed with the other. If you attempt to snipe with the submachine gun, it will rattle your aim way too much to get anything but that initial shot on target.</p>	
Rifles		Pistols	
M1 Garand Lee-Enfield Kar98k Tokarev SVT-40 Springfield Gewehr 43 Mosin Nagant M1A1 Carbine		Colt .45 TT-33 Luger Webley	
<p>This will soon be your best friend. In battle, you need your rifle to survive, even if you're one of those macho guys that believe you can use your submachine gun to plow through everyone. You need to take aim with your rifle to hit your target where the center line is. Even if your weapon is not scoped, sniping is never out of the question with your rifle, and at times it is easier to aim without the scope, as your hands become shaky when you're helming a rifle with one equipped.</p> <p>The rifles aren't bad at close range, but their firing rate is horrid compared to that of the submachine gun. You likely will not run 'n gun often, but when you do, never bring your rifle. The best situation for the rifles is when hiding behind an object and you need to take those snipers on second floor of the building out.</p>		<p>Easily the most discarded weapon in the game, the pistol provides a small punch if you know how to use it, but it certainly won't mow down an army of Germans like that of a submachine gun, nor will it be worthy of sniping enemies at a distance like that of the rifles. "So what's the point," you ask? At times, you will start a mission packing one of these puppies and a rifle, so you must make the best of the situation. The perfect situation for the pistol is to attack a few random enemies that are rousting about at point blank range.</p>	
Rocket Launchers			
Panzerschreck			
<p>KABOOM! Need we say more? Perfect for any type of enemy vehicle, from transports to tanks to halftracks. Use this to make them ALL go up in smoke! KABOOM!</p>			

Walkthrough

The Winter War									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

Red Army Training | Demolition

NOTE: This walkthrough was written on the default (Regular) difficulty. When playing on Veteran, you cannot make many mistakes, and some of the tactics here may not work correctly, although the majority of it should work just fine. Regardless, it is written with the default difficulty in mind. Thank you.

The game starts out in Russia, so zip up your coat because we're going in! Start by advancing forward slightly and running into the back to grab a weapon off of the table in the storeroom. Run back to the setting and you will be asked to shoot the teddy bears with your handgun. Oh, the horror! Afterwards, equip your rifle and use the scope button to zoom in on the bottles of wine and the plates. Shoot them all and you will be forced to shoot away the majority of the helmets in the very back within 15 seconds. Lastly, walk over to the mannequin and bash him, melee-style.



With this side of training completed, walk over and grab some potato "grenades." Aim slightly above your targets to hit them directly as you throw the potatoes into the golden-trimmed areas (two windows and a bathtub). Afterwards, follow your leader to find a P.O.W. that spills his guts. With your fellow troops, move outside and jump over the wall as you approach it. Carry on and crouch down to move through a hole in the wall. Stand back up and dash outside. Crouch down and crawl under the wooden plank to finally reach the armory.



Grab a submachine gun on the table and tap the reload button to reload it before going up the ladder behind you. Lob a smoke grenade and wait for the smoke to litter the battlefield before leaping out across into the next building. Kill the two soldiers that pop out of that tank before they have time to react, and head towards the right to find more enemies scattered. Take care of that sniper up in the second floor window up ahead. Go right and get prepared to plow through roughly six to seven Germans up ahead. You can quickly storm and overtake them, if you know what you're doing. Otherwise, take it slow and pop out from cover to attack them while they're vulnerable.



To the left, you will find a row of enemies to take care of. Your helpers will remove the major threats, so pick off the lone gunman after the grenade goes off. Turn left from here and hide behind the crate until the coast is clear. Move to the right behind the oil drums and blast away at the three enemies that emerge from the hole in the wall to the right. Plant the explosives in the back of the vehicle to the left, near the back, and get out of their direction to avoid an untimely death. Afterwards, you will have survived the mission.



The Winter War									
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Red Army Training | Demolition

Move forward into the next hallway and move down towards the front. You can rile up the troops by stepping outside to get on their nerves and take cover immediately amidst their firepower. Pop out to blast the guard hugging the left wall and roam freely for a brief moment in the next large room. Hide from the constant fire in the large window to the right up ahead, while carefully scoping in on your enemies and getting the headshots as they emerge from cover. This is the perfect way to assist your fellow men without endangering your own life too much.



When the majority of the enemy troops have fallen, bum rush the fort on the left side and rush through the halls, shooting the scarce enemies at point blank range to eliminate them swiftly. Go through and down the stairs to reach the outside. Initially crawl through the snow bank until the tanks overhead pass. Then hop up and go up the stairs once you arrive at the upcoming standpoint. Go to the second window and stand up straight and wait for the upcoming assault.



The assault comes and goes in the blink of an eye, but that is not to say that it is over as easily as it sounds. Aim in the distance to the left with your rifle first, and take aim directly in front of you, as that is the main ambush point. Aim to kill, meaning shoot the upper bodies of your foes to make them go down faster. You will soon complete the objective, and go down to the snow. Charge forward and go to the gates to attempt to collapse the right side of the battlefield.



You will initially go on a search and destroy mission, cutting down enemies as you seek out a place to take cover for a short period of time. As stated previously, collapse the right side by carrying on with your troops to shoot everything that stands in your way on this side of the run 'n gun mission. Once inside the building, kill the gunners helming the turrets and slice through the gigantic line of enemies at the eastern doorway with your submachine gun. If you're lucky, they'll throw grenades at you and kill some of their own brethren.



With the room cleared out on both sides, head to third floor to see it's blocked. Go down to the main floor and collect some explosives, and head to the most western explosives point to plant them. Now, go to the opposite side of the room and plant one. Go up the stairs and plant the final piece, and escape to the far outside, where the marker is on the map. This completes the mission.



"Not One Step Backwards!"									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

Repairing the Wire | [The Pipeline](#)

Go around the corner near the downed pole and hop into the depleted building for shelter from the onslaught of enemy fire coming your way. Head across to the other side once the coast is clear and repair the gold glowing part of the black wire across the ground. Carry on ahead and pop a shell into the two to three (depending how many guards your troops eliminated) Germans sitting watch over the place, while guarding yourself from their grenade fire. It's best to move to the pillars on the left are aim with your rifle at their heads for instant kills.



Once all is clear from this area, watch from behind as a loose guard may have snuck back there along the left wall. Fix the second faulty wire and crawl behind the rubble for cover while your team takes them out. Turn to the right afterwards and get ready to snipe the heads of at least seven to eight Germans before they can get to you in periodic shootouts. Hop down and immediately hide behind the closest crate you can find to the left, as there will be many Germans on the turrets up ahead.



When you can, advance over to the next pile of debris to the left and eliminate that gunner to your immediate right as soon as possible. It may be wise to also try to crawl and shoot, as you can blow through the enemies more easily from down below, and they likely will not notice you as much compared to you crouched comrades. Repair the cable after you've finally cut them all down to size. Go into the building and dispatch the few remaining guards, as your troops will likely have cut down the majority by the time you've repaired that wire. Throw a smoke grenade in the outer-doors area after giving the lone gunman beyond the barrels the boot to fog the area up. Climb the stairs and kill the sniper sitting behind cover with a melee attack.



Pick off the other snipers to help your team get across here, and repair the wire to the right. Quickly kill the guard up the

next flight of stairs before he notices you, and go up the stairs to pop a cap into a couple of guards that are watching over the place. Save the rest for your teammates to clean up. Go towards the back of this rooftop to find another disconnected point in the wire, so fix it up once everyone that was a threat has died a tragic death. Take the sniper rifle and get ready to have some fun, as you must pick off as many of the Germans as you possibly can to help your team advance. Use your sniper rifle to pick off some of the enemies beyond the bridge leading across to the next platform.



Take care of the rest of the troops via your submachine gun in close combat after plowing through the thick of them. Ho into the building and go left to find a couple of loose guards looking to pick a fight. In the next room, take cover and use the sniper rifle to dispatch the multiple turret gunners in the distance up ahead. From here, look in the lower right-hand corner to pick off another guard or two with your sniper rifle. Continue plowing through this nearly endless stream of enemies until they stop coming, and go downstairs to find and repair that final wire—but beware of that one last guard awaiting your arrival.



Kill the two guards in the next room and take cover behind the wall. Ambush the guard next to you, behind the barrels, and kill the two guards in the cargo region. Use the phone and grab the sticky bombs on the crate and go up the stairs.

There are five soldiers in the room at the top. The best way to get through this horrid defense system up ahead, where around ten to fifteen soldiers will dismantle your team, is to pop out and rampage the first line before going into hiding to recover your health. Rinse and repeat with the help of your team until you reach victory.



Clear the area on the ground a little bit before jumping down to find and quickly plant those explosives onto the tanks; otherwise, you may wind up dead. Use that sniper rifle to cleanse the area of the enemy threat by popping the turret gunners in the head. Go upstairs and shoot the two soldiers with your submachine gun to defeat them, and snipe away at the remaining enemies from up top here. Go down onto the street afterwards and help your team advance further east. The two tanks are up ahead. Go through the depleted building to reach the farthest one, and the other one will head straight into fresh enemy territory.



This should prove to be no challenge as long as you have that sniper rifle handy still. Just hide behind the small hill of snow and zoom in to scope out the competition and take off their heads. The final tank resides to the right, around the corner. Plant those explosives and get the hell out of there! Kill the two guards around the next corner to complete the mission.



"Not One Step Backwards!"

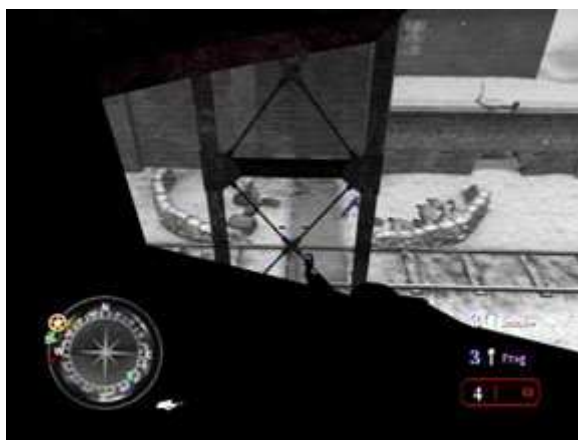
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Repairing the Wire | The Pipeline

Start out by crawling through the pipes up ahead. You will come up on a few enemies that you can spy from down below, so allow your teammates to shoot up the whole lot of them. Don't waste your bullets, as your teammates will eat lead shortly. Go ahead and shoot as many enemies down below as you possibly can, and turn left. Shoot the line of enemies that are firing at their opposition beyond the trench, and crouch down further to get a better view, and thus kill the singular enemies on both sides of the main line.



Scope out the enemies at the right during the fork in the pipes. Kill both of them and carry on up ahead, where you'll find a grenade thrown into the pipes. Quickly back off and get back into the action once it explodes. Shoot the five enemies that are behind the sandbags before they can shoot at you too much. Continue on ahead and drop into the Soviet base. Here, you must step outside and snipe away at the Germans within the building up ahead—or if your rifle has run dry, make a run for it further down the snow trench. Remember to crawl if the enemy has the jump on you.



Ambush the line and take out any infantry units that approach you. You will want to dart for underneath the wooden walkway above the German base for extra coverage and breathing room. Pop out and toss a grenade at them for good measure. Go into the building with your submachine gun blazing to eliminate two to three guards at point blank range, and await your troops. When they arrive, go into the next room and clean house at point blank range. Throw a smoke grenade up on third floor after killing the guard on the stairs and run amuck upstairs, killing everyone and taking aim out of the window.



Aim at all of the enemies down below from the window with your rifle and blast their heads off. Watch out for irregular grenades that are thrown at your position as you pick the enemies off. It may be in your best interests to go downstairs and throw a grenade or two at the doorway to blast away a good portion of the troops that are backlogged there. Try wasting them with your submachine gun on ground level, or from up above; the choice is yours. It's more risky on top, as they can sneak in through the bottom and dismantle your defenses.



On the outside, ignore the regular troops (just allow your buddies to take care of them) and quickly make your way to that tank that's sitting there. Equip it with explosives and KABOOM! Once in the building, sneak in through the right side and into the train car. Snipe a few enemies away and dart from it once grenades come flying your way. Kill the enemy at the turret and step outside for two new objectives. Go for eliminating the enemy forward position, so hug the left wall and kill the enemies that approach you. Kill the next two after you enter the yard ahead, and crawl at the pipe until you're out of the two snipers' range.



Hug the right wall and enter the building. Kill the two enemies in here with quick shots. Be warned, as up top you will find a horde of enemies within the "sniper room." Watch for grenades flying from every direction. Your team will assist you in

taking care of the large, packed room from the other side, so it isn't nearly as difficult as it seems. When this objective is complete, head southwest to reach Objective C. Watch out for the massive turret fire, and multiple grenade launching foes, to boot. This is a really tough group to penetrate with the type of weaponry you're given.



An easy way to catch them off guard is to throw a smoke grenade at them and blast through them with whatever's left in your submachine gun, then lure the rest of the gang to your teammates. This completes Objective C. With only Objective A remaining, you will only have to blast a couple of loose enemies at this point. Hurray! Now head to your troops to complete the mission.



Fortress Stalingrad									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

[Downtown Assault](#) | [City Hall](#) | [Comrade Sniper](#)

Start the mission by moving out into the open and heading right. You will approach a blown out building along the right side as your team mows down any and all of the opposition. Defeat the two guards within the building and head towards the top. You can snipe onto the street below or kill the enemies as they begin chasing you up the stairs, the choice is yours. Afterwards, run across the street into the next building to grab the sticky bombs and head back outdoors. You will want to creep up on the Panzer tank to the left by jumping out of the window after killing the loose Germans and apply the sticky bomb to make it explode. "Yeewhaw!" as the Russians say.



Go back into the explosives apartment and head around to the back with your troops to plow through the enemy arsenal. Go through the building and leap out of the window at the end. Move straight and blast the enemies within the building on the right side. Shoot the enemy on the left and right sides near the hole and hop in to blast the guy in white straight ahead of you. There's a lot of enemies upstairs to take out, so try to shoot a few from an angle by standing at the wall to take cover and popping out to shoot the ones that are shooting at you. You can also lure the enemies out of hiding to come down the steps and get you by walking near them.



Once the upstairs is cleared, head up and go through to the next room. Helm the turret and take out the enemy troops inside of the building to the right before turning left and pelting the enemy apartment building with buildings through the windows. Shoot the enemies that come out of the transport vehicle and continue stinging the enemies within the building until your troops can advance. A Panzer will shoot at your position immediately afterwards, so be careful.



Once the wall has been blown out, drop down and head straight for the tank through the blown out structure to the left. Cut through the middle and defeat the Germans along the way, as the tank will attempt a getaway route here. Quickly plant the explosives and kill a few loose enemies on top of the bricks as you make your way towards the city hall

entrance. Try to eliminate all of the guards before continue, as they will cheap shot you in the back of the head. Go up the stairs and through the doorway on second floor to complete the mission.



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[Downtown Assault](#) | [City Hall](#) | [Comrade Sniper](#)

Exit the door and head straight to the left. Blast away at the two gunmen behind the barrels and the immediate guards in front of you. Hop over and work your way left whilst crouching to blast through the German enemy lines. To the left will be a long stream of enemies, so shoot the one to the left so you can take cover behind the large brick wall, and occasionally peek your head out to blow away the opposition. Advance forward after killing two to three enemies at a time and crouch down into a crawling position behind debris when the going gets tough. When all is cleared, make a right to go down a long alleyway and snipe the guard with the submachine gun.



Clear the path ahead of the few unorganized Germans and round the corner to the left. You will spot a small handful of Germans standing ground behind the large concrete boulders. Aim for their heads as you advance (crumble the left side first, your back-up should nail the right side), and quickly get around the side to reach the blown out bus. Hide behind it and kill the unsuspecting troops before they can get to your men. Get at point blank range to take out the unsuspecting turret gunner and allow your teammates to push further into the city hall quarters. Go through the door to the left to secure victory.



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Go into the first room and blast the two guards beyond the sofa. Walk into that room and shoot the guard behind the turned over table. Crouch down and sneak over hugging the left wall in the next corridor to reach yet another guard. Silence him, and shoot the soldier at the bottom of the stairs in the next room. Go up the stairs and drop through the hole in the floor after reaching the checkpoint. When you walk outside, your leader will drop. Grab the sniper rifle and wait for your teammate to get the sniper's attention. He's in the gray building (right) on the second floor, so lock in and blast him away when you have the shot perfectly aimed.



Equip your pistol and head up the ladder straight ahead to find your teammates swarming a window. After they kill the initial guard, leap in and quickly sweep the room up with that li'l pistol of yours. Aim between the eyes on each shot to really nail them down for the count, and use melee combat to get them on the ground to finish the job. When the top is cleared out, head downstairs and get ready for a shootout. You may want to ditch your pistol for a rifle at this point. Downstairs, you will run in circles around the enemies in order to find them before they find you. Shoot them at point blank range to kill them smoothly with no fuss.



Run up top and equip your sniper rifle. Get ready to snipe the heads off of the German troops without blinking an eye, as each shot wasted will advance the enemies. It's best to take out their legs while running and finish the job once they fall. Try to eliminate the snipers within the buildings after downing all of the infantry units from left to right. It will soon overbear you, so you must take out the gunner on the truck as quickly as possible, and watch out as the enemies will come up to you. Retreat into the previous room and pound away at the enemies that remain to complete the mission.



Battle of El Alamein									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

The Divisionary Raid | [Hold the Line](#) | [Operation Supercharge](#) | [The End of the Beginning](#)

The Brits mission strand begins with the Battle of El Alamein. Step down and shoot the two guards helping the turrets and their buddies to the right. They should put up very little fuss, so plow through them and go to the right to reach a long trench that stretches with enemies ahead. Use run 'n gun tactics to take down the first four enemies, and be sure to crouch down after taking out each separate line of enemy troops. Your teammates should take out the two gunners behind the sandbags if you can clean up the majority of the rest of them.



Behind this initial line of enemies, you will reach a couple of stray enemies to the right path. Eliminate them and go towards the left to climb up the path and kill the gunner at the turret. Afterwards, descend the slope and single-handedly clean up the six to seven guards within the Nazi fort. Go inside and to the left, they should come out for the killing. Exit here and carry on to the next fork in the path. Go right and kill two loose enemy soldiers along the way to the next Nazi fort. Go inside and pop the guard behind the crate to the left before focusing your attention on the one to the right. Go up the ladder before the grenade goes off and kill the turret gunners ahead to complete the objective.



Hop down the ladder and begin making your way towards the marker on the map. Along the way you will encounter three to four loose Nazis, so shoot them dead until you make it there. You must destroy all of their supplies in order to continue—while they're protecting them. Yikes. Start by taking out the fuel barrels, as they go up in flames with ease. After this, go into the storerooms and plant the explosives on their ammunition supplies to send them sky high! After all of this, go towards the top and be there when the explosives open the door. Lead the pack going in and shoot all of the unsuspecting guards as they pop out. There are a lot of them, but they go down without even looking at you. For shame.



Go through this large tunnel until you reach the bunks. Blast your way through the guards straight ahead until some pop

out of the first doorway to the right. Blast them while they're looking for cover, and then dig through the bunks themselves. There's at least one guard per room throughout here, so be on the lookout. Grab the documents off of the table in the very back and retreat to rendezvous with your teammates to complete the mission.



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You will start within a transport vehicle, so equip some decent firepower and let the enemies have it! You will have to shoot as many troops down as you can by the time you hit the trench, and hide only to pop out and shoot the enemies as they approach from both sides. Take care of the direction that you came from first, and a few enemies will land in your trench from behind you. Melee combat will make quick work of them. Grenades are launched roughly every ten seconds here, so get prepared to dodge them by sidestepping to your left. You will see a deadly sight once you finally get finished taking out the trash here, as tens of soldiers approach to the west.



Find cover in the trench, even if by crawling, and pop out to give the Nazis a piece of your mind—and your clip. You can really slim their numbers in groups this way, if you're that daring, or you can just wait and take them out with your teammates. Try a mixture of both, that's what we found to be best. If you fail, it might be best to load up that Lee-Enfield instead. It does some fierce damage. It's after this long battle that you must turn to the southwest and fight yet another onslaught of enemies. They just keep on coming!



This set is probably the hardest, as you're likely worn down by now and you're running incredibly low on ammunition. It's best to grab a gun from an enemy (something automatic works, like an MP40) and do battle, as you will be more fresh that way. Go to the north side of town to defend it after cleaning these guys up (and bring that MP40). Don't even bother with the Lee-Enfield at this point; just blow their crap away with the MP40 as they appear. The MP40 has a nice ammo capacity, so you can blow through a crowd of enemies without having to worry too much about reloading.



Try hiding behind the crates to the left if the action gets too in-your-face. Remember, you can get on the ground in crawling position if you're nearing death to avoid shots in the dark. It may not be much coverage, but you'd be surprised how quickly it can save your life. Afterwards, get to one of the rooftops by going through the interior of the building. Once up there, look through your binoculars and give coordinates to summon the artillery units to crash down on the enemy. Basically, look for spots where there are tanks and call out to the artillery. They will shoot in that spot, instantly disabling the tanks. It's harder to do against infantry units, since they move much faster.



With all of the tanks destroyed, you will have to repeat the process on the north side of town. You can do this more easily by moving to a different building, but you may get gunned down in the process. Two tanks like to get clumped

together sometimes, so you can kill two birds with one stone usually. This completes this action-packed mission.

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[The Divisionary Raid](#) | [Hold the Line](#) | [Operation Supercharge](#) | [The End of the Beginning](#)

Start off by marching forward and killing the two enemies in the trench to the right. Enter the tunnel up ahead and quickly rush through the tunnel, run 'n gun style. Kill all of the enemies with using a mere clip until you get to the outside, where you must shoot two enemies blocking the exit (one straight, one left). Go right and follow the trail leading to the tanks. Follow alongside Angel Maker (the tank, not God), and stray off to the right towards a trench with a few enemies in it. Follow the path leading to another tunnel entrance and go through. You will come out to reach a singular enemy and a concrete tunnel entrance. Beware of the gunner inside, as he is blocked by a wall.



Throw a smoke grenade down there to cloud his vision and go down the stairs and around to the right. Point left and fire to kill him or you can throw a regular grenade at those explosive barrels. Drop into the hole below and shoot the guard that's awaiting you. As you make your way through the tunnel, use the turret to gun down the line of enemies that will be headed your way. When you reach the outside, destroy the Flak 88 crew that is standing in your way to complete part 1 of this 5 part objective.



The guards down the path won't even notice you, as they're too busy manning their turrets, so dispatched them immediately and go through the concrete tunnel to meet your teammates. Go up and to the right to find three enemies to kill ASAP, and head down this path to discover a room filled with unsuspecting enemies having a meeting. Take a good clean shot and mow down damn near all of them in a single swoop. After they're all dead, go through the dirt tunnel around the corner to the left and get beside Bloody Mary (the tank, not the mixed drink).



When Bloody Mary goes up in smoke, follow Divine Intervention (the tank, not the path to righteousness) to the upcoming trench. Shoot the four soldiers here and drop in. Go through the concrete tunnel and shoot the guard on the right side before taking a left. At the next fork, go right and hop over into the next trench, where another Flak 88 crew resides. Eliminate them all very swiftly, starting with the ones that are the closest to you, and go through to the next area. Kill the two soldiers behind the crates and equip the scoped Lee-Enfield. Crouch down behind the barrels and shoot the enemies within this small gap. This completes the Flak 88 crew objective.



Backtrack to the locked metal door and your teammate will blow it open. Go inside and blow away the enemy at the bottom of the stairs. When more enemies pile up, throw a grenade down there to take them out. Go down there and blaze your machinegun in their faces to take the remaining soldiers out. Go with your team through the dirt tunnel and equip your scoped Lee-Enfield. Go to the trench on the right and aim at the turret gunner on the rooftop. With him dead, your team can advance. Take advantage of the troops that pop out from the transport vehicles in their most vulnerable state by shooting them as soon as they touch they ground.



After taking them all out on the exterior, go inside of the building and begin heading towards second floor. Eliminate the

final guard up by the radio communications and activate them when given clearance. This completes the mission.



Battle of El Alamein

Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10
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[The Divisionary Raid](#) | [Hold the Line](#) | [Operation Supercharge](#) | [The End of the Beginning](#)

Hop out once you've arrived in town on the left side, and go towards the right side of the building. Use the Lee-Enfield to scope in and snatch the lives of the enemy away on multiple occasions. Once you've taken out a few of them, you can ambush them from here on out to take over this region. From here, you can move to the crates ahead and shoot the enemies from an angle to where they cannot retaliate. Go through the upcoming building once everyone is silenced (your team should do the rest of the job), and kill the three guards lined up perfectly at your feet. Bang, bang, bang.



Around the corner here, you should eliminate the first artillery team immediately to completely blindsides them out of nowhere. Duck and cover so your team can take care of the very next artillery team, instantly cutting it down to one singular team remaining. That third team packs quite a bit of resistance, though, so be careful as you approach them. Approach them from the right side at an angle so that you can carefully slip some shots through the cracks without them spotting you. Watch out for the turret gunner on the rooftop of the building just past the checkpoint.



Go through the archway to the west and kill the four soldiers scheming there before they have a chance to ambush you, and go back to help your team. Go into the building and kill the two guards along here. As you round the corner to the right, kill the guard on the steps and the one beyond him on the floor you're currently on. Go up to second floor and kill the sniper before activating the radio communication set. Go downstairs afterwards and go through the gate to the left of where your troops stop at.



As your partner attempts to kick in the door, bullets will fly so stand back. When all is said and done, two enemies appear from the house so let them have it and get ready for more battles on the inside. Crawl and shoot the gunner at the table, and go through to the outdoors. Shoot the guards as they're going up the stairs, otherwise they will put up a nasty fight. Once inside their building, take out the turret gunners below and pinpoint that fire that's flying at you towards the rooftop dead ahead and the balcony to the left. Aim at the enemy on the balcony straight ahead after taking the ones out along the sides.



Drop down once everyone has been dispatched and go into the building with the two Nazi flags between the door and kill the two guards in the second room. Eliminate the soldier on the stairs and pop up to throw a grenade at the three

gunners behind the table. That should lighten their day. Grab the documents on the table and go outside once again. Hop on the turret and eliminate the loose guards that are trying to defeat you. Go through the alleyway and gun down the three guards running for the hills, and go up the stairs. Drop down into the base to complete the mission strand.



The Tank Squadrons									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

Crusader Charge | 88 Ridge

You will be controlling the tank when you start the mission, so get used to the controls as you make your way towards the line of tanks in the distance. Once you get there, follow them to the enemy lines where you must chase down the enemy tanks that appear. There are a lot of them, so be sure to be a moving target, as you must skate around them in circles to blast them to hell and back. The ally tanks will destroy a good majority of the enemy tanks, so just clean up their mess. Once all of the tanks have been destroyed, the mission is cleared. Wow, that was short.



The Tank Squadrons									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

Crusader Charge | 88 Ridge

Follow Jack the Ripper (the tank, not the serial killer) and Homewrecker (the tank, not Angelina Jolie) to reach two enemy tanks and a line of enemy troops. Help blast them all and carry on towards the two markers on your map. Go up the hill on the right side that leads to the left, so you can reach and destroy a line of enemies. In the next landscape, you will have to defeat large groups of enemies cuddled next to artillery units between fighting off the oncoming Panzers. Run 'n gun all the way, as staying in one place means instant death. Once all is clear, you will complete the mission.



Rommel's Last Stand									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

Armored Car Escape | [Retaking Lost Ground](#) | [Assault on Matmata](#)

You will need to get through the many long waves of enemy forces in order to proceed, as you must hold off the Germans until your team has pulled out of their Toujane setup. You will likely get knocked down, so get back up and get prepared to blast through the two enemies that pop through the door. Go down the stairs and play peek-a-boo with the enemies beyond the overturned table straight ahead until you've killed them all. Step outside and cross over to the alley and step into the building straight ahead. Pop a cap into the guard that's a sitting duck here, and kill the gunner in the vehicle up ahead.



Hop into the armored car once the guard has been defeated, and mow down the waves of enemies that will come from the building on the right side until you begin to take off. Ignore the rooftop enemies and go through the alley. Blow up the transport vehicle at the end of the alley before mowing down the enemies to the left of the alley. Shoot that guard on the rooftop before he gets the best of you, and eliminate the next rooftop guard on the right in the proceeding area. You will wind up back where you started, so plow through the enemies behind the crates and kill the rocket launching soldier on the right rooftop before the checkpoint.



The upcoming turn will prove to be the greatest challenge thus far, as you must quickly disarm a couple of rocket launcher enemies on a rooftop straight ahead, two rocket launcher enemies on the ground level to the left, and blow up the tank all in the matter of a few seconds. Aim at the rooftop enemies as soon as you make the turn, as they fire first, and then go for the enemies near the tank before finally taking the tank out. And you gotta do all of this without your turret overheating. Yikes. Shoot the enemies that are standing off on the side after the turn and get ready for a rollercoaster ride.



Shoot the enemies to the left of the alleyway that you're pointed towards and get ready for a transport truck filled with Nazis that will appear behind you. Aim for their engine to take them out. Be on the close lookout for loose enemies running for the hills, and spray their blood along the sand. Another transport vehicle littered with enemies will pull up, so give it a swift bruisin' before shifting attention to a second one to blow up. Attempt to plow through more waves of infantry units as you make your way to a rocket launching sniper along the first rooftop after the tunnel blast.



Some guards will overturn your getaway vehicle, but you will have made it out alive, all the same. Equip the Thompson and move forward to blow through three infantry units before coming up on a ladder. Your teammate will eliminate the

guard that is operating the turret, so move up the ladder and push forward with your teammates behind you. There will be many enemies up ahead that are scattered about, so move to the right and attack from behind the wall. You will soon spot several heads to pick off from a distance, behind all of the barrels that litter the street. When the coast is clear, carry on.



Shoot the few enemies up ahead from behind the abandoned tank. You can pick off a lot of them from clear view, and can even snipe the head of the soldier hiding behind the crates via the gap between them. Your teammates will clean up the rest from behind. Move forward and to the transport vehicle to complete the mission.



Rommel's Last Stand									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

[Armored Car Escape](#) | [Retaking Lost Ground](#) | [Assault on Matmata](#)

Once you see the explosion, hop out of the vehicle and dart for the alleyway to your right. Upon going through it, you will have to turn right and quickly kill a few enemies behind the crates before taking neutral cover. Go around to the left side of the depleted tank and eliminate the strand of enemies here to completely collapse this side of the battlefield. This will advance your teammates, and you could certainly use their help. Go through the alley to the left and kill the enemy at the end. Allow your troops to overtake the gunners behind the sandbags.



Go to the left after passing the sandbag bulletfest and take out some of the enemies until you reach around the corner to the left. Reinforcements appear to give you some really nasty trouble, so blast away a few of them to thin the numbers for your teammates to work on. Prance from left to right on deciding which side to attack with your teammates. Eliminate some of the rooftop snipers immediately so your team can freely kill without worrying about their heads being taken off. Kill the two guards near the ladder and have your teammates climb it to finish the objective. Climb it yourself afterwards.



Drop down through the hole off of the side of the building and leap over the upcoming wall. Go into the building on the left side and pick off the enemies within it. Take your aim towards the right side and pick off a few enemies with precise aiming. Step outside and go left to find an artillery unit surrounded by a lot of gunfire. Pop your head out and throw a grenade towards the artillery to take care of a few enemies and pop the heads off of the ones that are preoccupied. Kill the two to three guards standing behind you before turning your attention to the line of enemies ahead of you. Kill them all.



At this point, you have two options: A) snipe away the turret gunners in the distance, or B) make a run for it and crawl once you hit the wicker baskets. Eliminate the rest of the guards once the turrets are out of the picture. Go straight to

reach the next set of enemies, and equip your Lee-Enfield. Pop off the heads of the snipers and that pesky MP40-toting guard in the distance before heading left. Storm Crow, an ally tank, will crash through the wall. Advance behind it for cover, and shoot the enemies on both sides of the upcoming building, including the sniper inside of the building (on the left side).



Go along the right side of the building and get prepared for a rough shootout in this alley, right by the artillery unit. Shoot the initial enemies and hide on the left side of the alleyway to restore your health before death. Kill a few enemies from this angle while you're just standing there, and afterwards go up where you're in between the two blips on the radar. Head left around the corner to snipe some of the artillery guards away from afar. Take out the snipers upon completion to the right at the fork, and kill a couple of guards after the explosion straight ahead.



The final artillery crew is to the left of the archway up ahead. You can use the stairs to the left of the battleground to access a rooftop, where you can snipe away at the enemies below. Equip the Lee-Enfield and scope in to snipe their heads off after they retreat to the rooftop across the way. Once they're defeated, jump down and move forward to go right. Quickly hop over the wall and run up the stairs. Plow through the three guards here with your automatic weaponry and take out the turret gunners. Your teammates will help you out and meet you up here to complete the objective. Use the turrets to clean up the streets and complete the mission.



Rommel's Last Stand									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

[Armored Car Escape](#) | [Retaking Lost Ground](#) | [Assault on Matmata](#)

The final mission in this strand starts with a nice car ride... until you're hit with some dizzy gas. Hop out of the car and get ready for some really bad sniping action. Snipers hit you from every direction imaginable, so quickly aim for the two snipers on the wall to the left of you and hug the wall in back of you to avoid unnecessary fire. Pop the guards off of the wall with your precisely-aimed automatic weapon and take out the sniper behind you afterwards. Follow your troops to an alleyway that leads to a giant Nazi hideout.



Spring forth and destroy the two turret gunners before lining up against the wall to avoid sniper fire from the window. Around the corner you will find an onslaught of enemies awaiting your team's arrival, including two threatening guns behind the crates. Throw a grenade at them and hide behind the upcoming barrels to avoid turret fire. Launch another grenade towards them or use a smoke grenade to obstruct their view as you pull in for the kills. Watch out for the line of guards to the left, as they will really take a toll on you if you're not careful enough.



With everyone dead via the smoke grenade assault (the better of the two options), kill the sniper to the south as your team dismantles a small force of enemies up ahead. Follow them afterwards and hide behind the wall to the right to pop out and defeat the line of gunners behind the security wall up ahead. That window sniper will prove to be your biggest challenge, so use another smoke grenade to cloud his vision long enough to get over to him. Go up the stairs to kill him and his buddy, and use the turret against the enemies down below. Go downstairs and head towards the left to make a few additional guards pop out, but smoke them before they have time to think with the help of your teammates.



Ignore the large tank firing at you and move towards the direction it's coming from. You will come across a line of four to five enemies up ahead, so smoke them quickly with the assistance from your partners from a distance. Hide behind the tank that is coming your way and walk with it, killing enemies that you can hit when you can reach them. After the tank stops and a grenade is thrown, throw a smoke grenade and take cover. Have your team sweep the area with you afterwards while hugging the right side. Go through where the truck is and shoot the guard on the other side.



Throw a grenade straight ahead once you spot the huge ground of enemies approaching and clean up the rest by destroying them with your gun. Enter the archway and toss a smoke grenade towards the artillery unit. Run in and take

everyone down with a mix of luck, melee combat and automatic weaponry. Before helming the anti-air gun, you must clear the wall of enemies, so crouch down and blast through the majority of them on one side (always focus attention to clearing one side at a time) and hop into the anti-air weapon at the checkpoint.



Blast the first aircraft down and hop out of the anti-air gun to dodge the grenade that's thrown at you before popping back in. Keep your aim steady straight ahead and knock many of the aircrafts down from the sky. This will complete the mission.



The Battle for Caen									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

Prisoners of War | [The Crossroads](#) | [The Tiger](#) | [The Brigade Box](#)

Start by moving forward and get prepared for a surprise attack. Take out the enemies that are scattered before reloading your weapon and ambushing the line of enemies against the wall. Bearing a full clip, you can take down the entire line in one full swoop. There are more enemies lined up towards the right side, so be careful when approaching them as they are much more organized than this bunch here. Afterwards, move forward and crawl to avoid the turret ripping through your flesh, and pop out to shoot a few guards in front of it.



Hide in the large holes amidst the ground to avoid submachine gun fire, and take them out using your Stein. Approach the building for a slow-motion sequence and enter the doorway. Go north and watch out for the turret up in the window of the second story. MacGregor will eliminate the gunner soon after it shoots at you, so exit and hide behind the rubble to the left to find more guards in the distance, shooting at you. Move in the right direction to attempt to disarm the three guards set up in an almost-pattern, and go into the building on the right to move up the stairs.



On second floor, move through the building to find windows where you can snipe freely at the tons of enemies down below. Equip your Lee-Enfield and scope in on the random enemies down below until you have a solid lock on them. They're some of the easier enemies to cap, as they are in the perfect position to be mowed down. Go downstairs after completing the objective and kill any remaining enemies from the assault. Move forward towards the right side of the building and more of these enemies will show themselves.



Approach the building and kill the two guards at the side of the doorway before focusing your attention on the soldier in the window (he may pop out at this point). Go into the building and head outside after your troops clean up the mess out there to complete an objective. Head back out the front of the building to encounter more villains. Move forward and take

out the three enemies holding down the first entrance straight ahead without hesitation. There are snipers in the vicinity to the right, so be careful as you approach it one way or another.



Go through the gate and you will attract some sniper attention. Equip the Lee-Enfield and scope in to take out as many of the snipers as you can aim at before they send down infantry to knock you out of sniping position. Equip your Sten and mow down the oncoming ground units before equipping your Lee again and blasting them out of their windows before they can count to three. If you aim close enough and target their heads where the center line is, you can clear them out much faster. Move into the house ahead with your Sten to clear the wounded Germans of their lives, and secure it completely.



You'll kick in the back door and head into the backyard to finish the job on the Germans here by... holding fire. They surrender peacefully and fork over the P.O.W.s, so go out of the building and follow MacGregor to the truck. Along the way, you will encounter a few scattered soldiers all bundled up, so shoot them as you find them (two on the left, one in the door, three on the left again, two behind you). Go in through the building and out the back side, and hop into the back of the truck.



Equip the Panzerschreck in place of the Lee-Enfield and put up your Sten to shoot the random Germans as you encounter them. Once the enemy tank bursts through the wall, you will want to equip that nasty rocket launcher and blow it to kingdom come. It will take several shots, so do not worry too much if it's not going down right away. You're likely hitting it, it's just resilient. This will complete the mission.



The Battle for Caen									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

[Prisoners of War](#) | [The Crossroads](#) | [The Tiger](#) | [The Brigade Box](#)

It's raining, it's pouring, and the Nazis sure aren't snoring. Equip your Sten and go down the street. You will be ambushed from the back side, so kill the enemies in the doorway and take control of the situation by rushing into the house and clearing the enemies to the right. There are three enemies upstairs, so take care of them before you advance. Go back outside and attempt to advance little by little until you've reached the turret gunner. You can take out the snipers on the second floor from the first set of barrels. When you reach the car on the left, cut through the left side to reach a blown out building with several Germans inside.



Take out the Germans very carefully, as you could cause yourself too much harm if you're in their direct fire path. After killing the three of them, hop over and run to the doorway of the next building with your Sten equipped. Look to the left on the inside to find a huge line of enemies that literally walk straight into your line of fire. Take out the lone distracted gunman in the next room before heading upstairs to pick up the rocket launcher. Look out the window on the right side towards the ground on the left. Fire two rockets at the tank to destroy it.



Fully load your rocket launcher and take it with you over the Lee-Enfield, for obvious reasons (it's a hell of a lot more effective on snipers than the Lee), and exit the building to reach the blown out house across the street. You must enter the building to the right. This is tough, as you must avoid getting pelted with fire from the far right and from the building to the left. Take out the enemies in the building to the right first using your Sten by hiding behind the wall and popping out to shoot the turret gunners on the first floor. Clear the second floor afterwards.



On the left side, they are just ruthless! Head out the door and run like hell to the doorway on the left in the distance. Shoot the soldier down here and a second one will soon follow. Blast the guards in the next room before sweeping up those ones out in the yard that were so mean to you earlier. Step outside after the coast is clear and shoot away at the sniper in the side window of the building you were just in before advancing to the crossroads ahead. Equip your rocket launcher and hide behind the tree. Pop out and give that tank a piece of your mind. KABOOM! Kill the lone living soldier on the way to the house.



Once in the house, crouch down and shoot the guards behind the barrels outside via the window. More will appear to take their place, but just keep laying into them with an onslaught from your Sten. Exit the building once the checkpoint is

reached and move up the street to reach the gates on the left. Move into the building straight ahead and kill the first few guards along with your partner's help. Move immediately towards the back of the building and shoot the enemies along the way. Swap your Sten for the MP40 at this point, as you're likely running dry on ammunition.



When the building is clear, head towards the barn outside. Defeat the enemies amidst the hay and aim for the gunners at the windows on the barn from an angle. When the coast is clear, enter the barn and clean up the remaining enemies from the assault before touching the golden radio. Head outside with your automatic weapon and begin destroying the enemies as they leap over the wall to catch them before they can cause much trouble. Aim at the mossy wall and defeat the gunner that snuck over while you were killing the others. The alternate (and less confrontation way) to defeat the enemies outside of run 'n gun is to take the turrets up in the attic of the barn for a spin. We **highly** recommend using the turrets, as your C.O. will call out the position of the enemies.



Once the tank arrives, don't even worry about it; just continue mowing down the Germans down below. The tank will blow a chunk out of the barn in slow-motion, so hop down and head to the crossroads to complete the mission.

The Battle for Caen									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

[Prisoners of War](#) | [The Crossroads](#) | [The Tiger](#) | [The Brigade Box](#)

There are five objectives to complete in this stage. Go forward and slip over the torn down gate to the right. Aim at the snipers in the building on second floor with your Lee-Enfield. Go into the building with your Sten equipped and blow through the competition on second floor, as at least one guard will likely remain. Once the building is clear, go downstairs and head through the alley on the left side. Move through the alley and look to your left to find some enemies to kill, and defeat the enemies within the building via the window. Afterwards, move upstairs and kill the two enemies. Leap over the chest of drawers and snipe a few enemies through the window.



Run downstairs and out the front door to the next building on the left side. Shoot the enemy to your immediate right and blast away at the guard to the right in the hallway. Another one will come up to you, so blow through him and turn around to blast another enemy behind you. Go into one of their cubbyholes on the sides and blast through the enemies as they come after you. Afterwards, pop out and shoot the enemies on the balcony, and go around to the back with back-up. Pop a cap into the three enemies back here to secure the town hall.



With the town hall taken care of, exit and go right up the hill to find a fleet of Germans that are just asking to be blown to smithereens. Hop over the rubble to the right and enter the first doorway you see. Jog upstairs and blast a hole into the turret gunner in the window and his buddy that follows after him. Use the turret to smack away some of those foes on the ground, and look out the other window to find some more enemies on the ground. Exit to ground level to advance further down the road. Go into the post office (B on the radar).



Head up to second floor since the first floor has been swept clean, and take out the gunners at all of the windows and the enemy in the postal room to clear the post office. Go downstairs and out of the backdoor, down the road with the dead cows thrown about, and tear through the three enemies at the end. A vast amount of enemies block the path

around the corner on the left, so throw a grenade at them to damage a few. Your team will clean up the rest, thus completing the Flak Operator mission.



Enter the building straight ahead, slightly to the left and defeat the two enemies at the door. There are a few additional enemies around the corner that you will have to deal with swiftly. This building leads directly to the church out of the back doorway, so get ready to dish out a few well-placed shots of the Lee-Enfield to snipe them out of contention. Take aim at the two to three soldiers through the window to the left. By then, your men will have eliminated the bulk of enemies outside of the church, so go pick off the cowards hiding behind the walls and enter the church.



The inside of the church is absolutely crazy, as enemies flock to it like moths on a bug zapper. Strafe in front of the entrance and pick apart the enemies little by little until four of the ones surrounding the entrance are dead. There are enemies scattered, crouched down within the steeple aisles. Clear out the back room to complete this objective, leaving only the Headquarters itself to be captured. Good progress thus far. Move out the rear exit to the church to be on the road to the HQ.



Move up the street and jump over the small wall. Go forward and eliminate the guard to the left on the outside, and shoot the long line of retreating enemies, killing as many as possible. Shoot the two guards coming out of the depleted building straight ahead, and go along the right outer path of the road. You will be on the far right of the HQ itself. Jump over the fencing and shoot them all to hell, taking cover to reload around the corner of the building. A second wave will appear immediately afterwards, and your team will clean them up. Kill the four guards on second floor to complete the mission. They're bunched together, so they're easy kills with automatic weaponry.



The Battle for Caen									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

[Prisoners of War](#) | [The Crossroads](#) | [The Tiger](#) | [The Brigade Box](#)

Start out by running forward amidst the decaying cow corpses and into the building straight ahead. Help your team blast through the enemies to the left and go out of the barn door once it is cracked open. Move along the right path after moving straight a little bit to avoid fire from the patrol truck to the left. Kill the guard on the left side and crouch down to try to shoot some enemies through the window. Go to the back entrance along the right side to shoot another guard, and your team will fill up the safe house. Make your way northwest towards the first blip on the radar.



While the enemies beyond the sandbags are reloading their weaponry, dart for their position and kill as many of them as possible before snuggling against the crates, as depicted in the first frame below. Pop out of your position only to kill a few additional enemies and return to it for safe keeping. By killing all of the enemies surrounded here, you will defeat one of the two teams. From here, clean up any extra soldiers as you make your way to the southwest in an attempt to find the second mortar team.



Kill the two enemies in the distance from the crates with your rifle, and equip your submachine gun before heading into the depleted building ahead. Each of the buildings has a few additional troops. Go straight ahead along the right side to kill five guards within the building closest to the northwest and shoot the explosive barrels next to the hidden gunners to defeat them instantly. Move to the left after passing through the house and defeat any stray guards in the distance. Go through the blown out wall of the upcoming building and shoot the officer inside. Kill the turret gunner on the outside, facing west.



Go through the alley and aim the rifle at the enemy behind the turret sandbag-pile, and you will complete the objective. Follow your team northeast, as you must try to capture the German Field HQ. Follow your team through the front door and go out the back way whilst crouched down. Allow your teammates to do most of the work in an effort to conserve ammunition, as they'll strike down the gunners to the northwest and the majority of the easy targets straight ahead. Go up to the holes blown out in the wall and shoot the running Germans to take them out instantly. Hide behind the wall.



Allow your team to clean the place up a little bit, but feel free to pop out and shoot some easy targets or to attempt to bring down that turret gunner in the distance using your rifle. Once all of the enemies have been removed from the front

of the building, go up the stairs and blast the two enemies through the window while your troops take care of the set to the right of the building. Go around the side of the building and kill the last two guards trying to run away to complete the objective. Meet with the Captain in the kitchen of the HQ.



You will now have to hold down the fort. Quickly get outside and helm the turret, if you can handle the pressure of literally taking shots into nowhere, as they throw up a smoke screen before coming to get you. Otherwise, grab one of their automatic weapons and stand guard from one of the windows. Pop up to blast them until your clip is empty and crouch down to reload. Rinse and repeat. You've got about 3 minutes and 15 seconds to withstand this onslaught, so make every bullet count. Collect their ammunition after ruining the lot of them, in case you're running low. That shack to the left will be your biggest problem outside, as they have a clear shot of you while you're gunning the turret. No matter your option, retreat into the building and attack the guards once they near the front door, mowing them all down in a single swoop.



When the countdown is over, move out of the back of the building via the basement with a loaded automatic weapon. Tear through the line of Germans that approach you and enter the tractor barn for cover against a very weak second line. Move forward in an attempt to get close enough to the tank to plant explosives on it. Hop into the yard with the tank and remove all of the enemies from near the transport vehicle before moving to the tank. Move sneakily and plant the explosives. Get out of there! Regroup with your countrymen in the back yard of the HQ to complete the British campaign.



D-Day									
Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10

The Battle of Pointe du Hoc | ["Retreat? We're Advancing in Another Direction"](#) | [The Silo](#)

Ahh, the most reenacted stint in World War II games gets a freshly polished look. Nifty! Begin by crouching down to avoid enemy fire, and as you step out of the boat, you'll have to endure a tough scene to stomach as you become disoriented. Afterwards, move to the left of the battlefield and climb the rope that has no soldiers near it. Once you reach the top, hop over the small platform and hide behind the tractor that has been blown to bits. Kill the three enemies up ahead on the right side and crouch down in their trench for coverage. In the big hole ahead, throw a smoke grenade towards the line of turret gunners ahead to cloud their vision.



Pop out and run into their trench to mow down the four soldiers to your (probable) right. Carry on until you reach your men, and throw another smoke grenade towards the horde of enemies. Attempt to shoot the four crouched gunners over the hill and attack the building on the left side. There are three enemies outside and two on the inside. Destroy them all, and take aim with your sniper rifle at the two gunners on the gigantic turret in the distance. Bang! Bang! Now head to the north to reach a fortress filled with Nazis.



In the second doorway, you will want to quickly take the head off of the turret gunner, and go through to the right and the replacement that soon follows. Run over to the second turret gunner to blast him away on the right, and wait for your team to come in and help you clear the room on the right. Two guards litter the hallway, while the bunks are packed with Germans. Kill the two guards up front and throw a grenade at the two behind the crates to kill them. Exit the trench and go down south on the outside until you reach the blown out truck.



To the left, you will soon spot a long line of enemies that will be tearing through your soldiers. Equip the sniper rifle and take out each of the enemies to clean the place up. Advance further into the hellhole to reach another checkpoint. Go into the doorway against the wall and aim straight ahead to pick off an enemy before focusing your attention to the left to pick off the guard shooting at you through the hole in the wall and at the doorway, respectively. Aim straight ahead again to kill two guards, including one beyond a window. When you walk forward, however, a whole new danger awakens.



You will be attacked from the right, the left and straight ahead. Turn right at first and move back towards where you came from. Focus on the guard straight ahead from this same angle, and enter the house. There are a few guards down here scattered throughout the rooms, including a nasty one on the landing to the staircase. Kill them all and go upstairs

to snipe from the window. Go downstairs and through the alley ahead and into the doorway to find two Germans. Plow through them with your automatic weaponry and look out the doorway to find a guard in the distance. Snipe his head off.



There is another guard behind this one, so snipe him away whilst he's crawling on the dirt. Go into the house to the left-left and snipe at the random enemies on the rooftop ahead, above the sandbags. Go into the building ahead and either throw a grenade into the second room or snipe their heads off when he appears. Go up to the second floor and kill the enemy. Use your sniper rifle to pick off some enemies in the distance from this vantage point. When you finish that, go down and meet your line of troops there.



Ambush the wall with your automatic weapon and blow through the line of enemies crowded around the wall. When the vehicle containing the turret gunner appears, you will have to equip your sniper rifle and scope in on his helmet. Blow it off and go to the left to find another enemy attempting to hide. Failure! Move towards the right and down the long path to find the four artillery units. Shut them off and return to the gathering point to receive yet another objective. Go up the hill to find a couple of Germans behind the left wall. Defeat them using run 'n gun and more enemies will attack in the field to the left. Use a grenade and clean up the rest with your gun/melee tactics. Head back through the building.



Take out the enemy at the entrance to the residential area and get ready for a (metal) slugfest outside of the town's walls. Help your team pick off the enemies behind the 'wire, and go to the right to reach the fence. It will blow open, so scurry into the battlefield and head for the one on the left. The unorganized enemies will go down in rows with your automatic weapon (we recommend grabbing one of theirs after this battle, as you're likely dry on ammo for yours). Equip the sniper rifle and take out the three guards in the trench in the distance with well-aimed headshots.



Follow this up with the sniping of the guards near the turret, and the ones in the trench to the right of the turret. Move northeast and your troops will easily manhandle the second trench and the three guards within it. Throw a grenade at the third bunker's floor turret guard to send him screaming into the air, and take out the turret gunner straight ahead. Four guards protect the doorway to the right, so use your automatic weapon to take them down beyond their crates. Regroup with your leader after killing the final two guards within the bunker's left side.



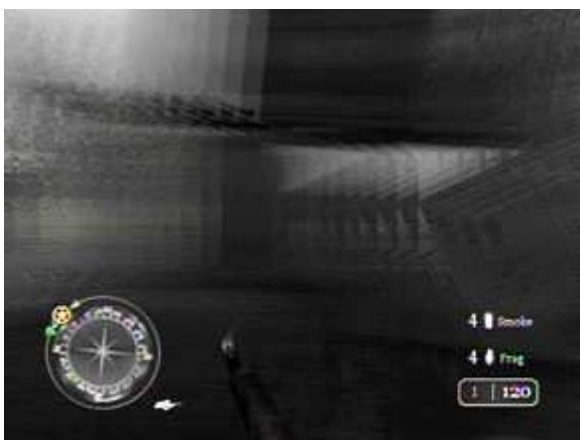
D-Day									
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Move forward and load up your rifle to scope in on the *many* enemies coming through the roadblock ahead. This will continue for a long time, but you should have little to no problems mowing down the first few checkpoint waves. Later on, they start coming at you a little bit harder with accurate firepower, but even then you can pick off the approaching enemies with little trouble. After clearing the south, the west gets heavily attacked with enemy utility vehicles and tons of infantry units. These guys are tough since there's barely any room to duck 'n cover here. It's best to take out the vehicle gunners first and shoot the infantry as they scurry to find closer coverage.



When the west is nearly cleared, the east becomes a hellacious battleground with troops sneaking in for the kill. Turn around and bump them off quickly, and a blurry slow-motion sequence will kick in. You can still die here, so stay in the shelter of the crates and kill the guard if he approaches you. It's best to use your automatic weapon against the eastern troops. In our opinion, this is the hardest part of the game, so try to stay calm and focused while honing your strategy each time you die (if at all). Using grenades on the troops to the east helps a bit, as does smoke grenades. We wish we had a definitive strategy, but it all varies based on how many guards you kill to the west and if you catch the enemies to the east before they jump the fence to the south. It's best to grenade the southern enemies and smoke grenade the area you're in, and then shoot the remaining enemies as they jump the fence with the turret that's stationed here.



An alternate way of killing is to take the BAR automatic weapon to rip through the southern enemies, as it will certainly dent their efforts more than your standard automatic. Once the blip appears on your radar, quickly move to the orchard and hide behind the walls. Throw a grenade at them as they form a line spread across the wall, and pick off some more with your rifle. Clear the front first, and then move your attention to the left side to kill the snipers in the distance with rifle headshots. When the blip appears behind you, make a crouching run for the building in the back, and reach the turret from the upstairs window.



Begin shooting the ants that hop over the walls in the distance before their feet can touch your ground. You will want to snipe the heads off of the guards that are shooting towards you, but before you can really mow them down, you will have to retreat to a new position. Kill the enemy in the doorway downstairs and run outside. Go left towards the dilapidated buildings and tear through some lines of Germans along the way. Head far north out in the middle of the fields, and drop into the trench as the screen goes into slow-motion effect once again. Once it ends, hop up and take aim at the Germans.



The long lines of Germans from your previous escape attempts finally pour through the gates like a flash flood. Use your rifle to snipe them away as they pour out in the tens, and your friends will have your back the entire way. They're still just too much once they put up the smoke screen, so retreat once again and you will have to wait for reinforcements to arrive in 5 minutes flat. Yikes! That enemy tank surely won't help matters, either. Remain in the trench and try to pick off as many enemies as possible with your rifle. You can run 'n gun a bit with your automatic weapon, but you'll be cut down by that tank if you take too long. Eventually they will slightly overbear you, so if they clutter the battlefield, throw a grenade at them.



Around 2:20, you will have to retreat to a location towards the back, as the enemy vehicle will be too much to contend with. From here, you will have to deploy the green smoke on the rooftop of the trench as the clock winds down. This can be hard, due to the fact that enemy weapons may be in the way of the smoke activation feed. On top of walking around until you find it; you may get shot at from the tanks or utility vehicles in the background. At this time, it's best to get into crawling position until you reach the checkpoint. Pick off the remaining enemies and rejoice!



D-Day									
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Run along with your troops until you hit an open field. Here, you should reach a large field to the left with tons of dead cows in the vicinity. Man the turret and take out that gunner in the window of the farm house. Basically, just spray the back side of the battlefield with bullets, ranging from that open space to the left side to the wall of the barn. Once the objective is complete, run forward and you will see six objective icons pop up on the screen. Go into the farm house and throw a grenade out of the front door to eliminate almost all of the enemies that are standing here. Pick off the rest of them with your Colt.



Look out of the right window and scope in on the enemies that are behind the sandbags. Blow their stuff away with your sniper rifle and step outside. Look to your left and shoot the two gunners behind the barrels, and swap your Colt for an automatic weapon. Now that's more like it! Make your way to the southern farm house on the left side to snipe the guard at the door. Your troops will ambush the house, so go in and kill the guard in the back while they take out the ones on the side. They will enter the next corridor and clean it up, although the second floor is left for you to do yourself. Kill the initial guard up here before taking out the three to the immediate right into the bedroom (there is one behind the crates).



Equip your sniper rifle and take steady aim out the window to blast at least three to four of the guards hopping the wall. This will complete objective A. Exit the building and head across the street to objective F, and blast away at the fleeing Germans, as well as the snipers on second floor with your sniper rifle. Equip that automatic weapon and blast through the line of Germans at the small wall straight ahead to avoid instant death, and enter the building. Shoot the guards to your immediate right, and make your way through the building shooting the Germans ahead of you. Go upstairs and kill the soldier to the left before sweeping the rooms to the right. There's a lone guard in the side room, shooting at you. Kill him.



Sweep the final room to clear objective F. Take out the window turret gunner across the street on second floor using your own turret up here, and hop downstairs. Kill the soldier coming out of the door from the D objective building, and throw a grenade in the hallway to the left upon entering to take out the three guards stacked near the doorway. Take out the guards in the distance outside from the window by shooting the explosive barrels, and head halfway upstairs. Look left at an angle to find and kill two enemy soldiers. Kill the enemy in the bathroom and man the turret to take down three fleeing soldiers.



Go downstairs and out the door. The doorway to the F building is pretty secure, so go around to the window on the opposite side and kill everyone from here. Hop in through the window and kill the guard that comes from the back (gold-lit hall). Two more follow. Upon killing them, your own men sneak in, so head upstairs and kill the lonesome guard up here to clear the objective. Now, go downstairs and move towards the barn. You can likely pick a couple of soldiers off from an angle, but they're heavy-duty, top-notch, no-nonsense type of guys that are well prepared defensively for an onslaught. Throw a grenade at them whilst strafing, or simply hang around the wall outside and pick them off with the sniper rifle. Go into the barn with your automatic weapon to clean up the mess on first floor (two guards way in the back on the left side, behind some barrels).



Head upstairs and kill the lone soldier remaining. With objective B complete, only C is left. On the streets, a small fleet will come at you. Stay around the corner and pop out for the kill(s) when they get curious. Hop into the window of the post office down the lane, and take the sniper out on the balcony from a distance (to the left). Go halfway up the stairs and throw a grenade into the room on the right side to defeat the two Germans, and some infantry attacks from the left, so gun'em down. The same scenario takes place in the room to the left, but you can gun them down from their respective angles.



With all of the objectives completed, regroup with your men and climb the silo ahead to be on the lookout for a counterattack with your sniper rifle fully loaded. What a terrific view! Look for the red blips on your map, and when they appear, gun them down! Spot the gold icons on your map, and focus attention to them immediately to snipe both of the partners dead. You cannot let the mortar teams shoot those missiles, as you will certainly die if you allow too many. Try to shoot from an angle that will pierce the pair together to conserve time and ammunition. After the five minute time limit, you will complete the mission. Take a few more heads off for good luck.



Hill 400									
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Bergstein | [Rangers Lead the Way](#) | [The Battle for Hill 400](#)

Move around the corner of the house and your team will already be assaulting the Germans through the window of the first house. As usual, you'll have to take the upstairs, which consists of a singular enemy behind you after you've ascended the stairs. From the bedroom window, use your rifle to chip away at the enemies away in the house further down the road. One for each window, so aim carefully. It's wise to crouch down for the lower floor soldiers. Go inside and kill the two guards straight ahead and turn around to clear two more to the right with run 'n gun techniques. Your troops will take the second floor (for once), so run out of the back door to be headed in the right direction.



When you feel the gunfire, run for the ally house to the right to find a turret upstairs in the window. Clean up the mess as much as you can in the building straight ahead and your troops should kill the few lone guards inside if you get close enough to it. Go to the house on the left side and do the same for this building. Finally, your troops are taking those second floors for themselves! About friggin' time! Meet at the roadblock to cause another slow-motion scene. Man, this kid gets dizzy at everything. Go upstairs and target the enemies on the ground level from the second floor, picking off as many as possible from up here with your rifle.



Approach the building straight ahead across the field and pick off the gunners hoarding the doorway with your rifle. Equip your Thompson and enter the doorway looking left to defeat a couple extra goons before heading through the backdoor to reach more buildings. Use your rifle to snipe away at the snipers on second floor whilst hiding behind the blown out pick-up truck, and snipe the gunners in the window on first floor the same exact way. Take out the enemy on the stairs by standing to the right at an angle from the left on the outside of the building. Your troops will go in and defeat the remaining enemies on first floor. Go up top to see if anyone survived. If so, change that. Exit and go to the house next door and wait for your troop to kick it in.



A rocket launcher blows through the door up ahead. ROCK! Don't get too distracted by the burning German, as his buddies to the right of the house wanna put a bullet in your skull. Shoot the enemy on second floor in the window with your rifle, and go out the back door. Move up the road on the left side and snipe away at that guard behind the turret to give your team some leeway. Kill the three guards running for cover, as well, and your team will crack the door open right here. They'll throw a couple of explosives into the building to kill the initial enemies, and go in to shoot the unsuspecting guard in the second room. The third room contains a couple of enemies, including one behind a turned over table. Kill them both.



Move upstairs and defeat the two enemies to the left. Equip your rifle and head to the nearest window looking west to find a yard full of enemies. Begin picking them off to the best of your ability, and go downstairs to have the door popped open. Blow up the truck up ahead with explosives, and kill the guard behind you. Upon entering the church, kill as many enemies as possible and aim for that sniper on second floor with your rifle. Boom! Go meet with your superior in the street to complete the mission.



Hill 400									
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Move along the path and close in on the turret in the far, far distance. You will be shot on consistently throughout this trek up the hill. Wait behind one of the pieces of concrete for a smoke grenade to go off. Once the smoke clutters the field, make a run for the left side of the concrete to reach the door. Plant the explosives on the door and step back. When it blows open, throw a grenade at the two enemies firing rapidly at you. Kill the guard on the right, where they were standing, and kill the two guards to the left once you go into the room.



With this bunker cleared, take the ladder outside going northwest, past the concrete blocks and hide behind the tree. There are a lot of soldiers beyond the tree, so equip your rifle and scope in to blast a few. Take a step back if they throw a grenade, and shoot them when they're reloading. Shoot the turret gunner to your left to kill him, and carry on towards the next bunker. Hide behind the concrete blocks on the path itself to defend yourself against the upcoming assault. Throw a grenade at the two barrels on the left to defeat the cowards behind them, and hide behind the block on the left side to snipe the heads of the soldiers ahead of you.



Once the first set is demolished, advance to the barrels and snipe away at the right side from an angle to pick off a few more guards. Continue this zig-zag pattern until you've moved up towards the front of the pack. Hide behind the truck and snipe away at more of the infantry units until someone throws a smoke grenade. Run up quickly and plant the charge on the door, and then begin picking the enemies off to the right to clear a path for your countrymen to assist you. Go in and kill the guard in the third room, as well as his two buddies to the left. This will clear the second bunker.



Exit and run outside, but do not stray into the minefield. The upcoming battleground is pretty straightforward in combat. Just pick a place to hide and use your rifle to scope out the area, and kill any enemies you come across. Go up northwest further to reach a sandbag turret area where the enemies are slain, and move forward to spot a couple of loose enemies that go down easily. Plant the charge on the third bunker's back door, and kill the lone enemy that was manning the turret. Only one more to go, so exit the room to head outside.



Move northwest and hide behind the rock to the west. Using your rifle, snipe the heads off of the two enemies behind the sandbag fortress. Move to the tree on the left to snipe the two enemies straight ahead, and move forward to receive two new objectives. Move past the concrete blocks and engage the two sandbag enemies to defeat them. Afterwards, carry

on and take out the sniper towards the right side to clear a path for your troops. Your troops will clean the place up a bit, but you'll still need to push forward to take out a few pesky shooters near the bunker. A bunch of Germans will come out of the bunker on the left side, so throw a grenade to defeat them. Watch out for that tricky turret on the side of the bunker. It's best to go around to the left side and shoot the enemies as they come around the back of the building.



Attack the front of the building again, as additional troops will have shown up to support the Germans' cause. Take them out by waiting for them to come to you, and dismantling them in the process. After it's clear (at least for a little bit) plant the explosives on the door within it, and kill the turret guard to the right. Plant more explosives on yet another door, and throw a grenade into the doorway to defeat all but one of the enemies. Just shoot him, and you will complete the bunker objective.



Step outside and move over to the side into the wilderness to find the vehicle that you must plant explosives on. Allow your team to off a few enemies here, and plant the charge. Afterwards, only one objective remains, and that's eliminating that final mortar team. By now, it should only be a couple of officers, so track them down via the golden medallion on the map and shoot them. Go to the top of the hill afterwards and defeat any remaining enemies to complete the mission.



Hill 400									
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Bergstein | Rangers Lead the Way | The Battle for Hill 400

Rush outside with your sniper rifle and walk along the barbed wire to find the mortar teams in the distance via the gold medallions on the radar screen. Aim in the medallions' general direction until you see a puff of smoke, and look for the teams that are setting up. Scope at their heads and blast them to defeat them (hopefully before they got that rocket off). The dangerous part of this whole mess is that you must actually be on the lookout and avoid enemy grenades during this entire process.



Take out the final mortar team and equip your automatic weapon. Truth be told, the Thompson doesn't hold a lot of ammunition, and you will certainly be mowing down the opposition, so you may wish to snag one of their automatics once it drops. There is a Rocket Launcher that should come in handy out in the front of the bunker, so keep a close watch on it. After the first wave, an artillery onslaught begins, so hide under one of the rooftops on the outer track of this deadly arena. Come out packing heat afterwards, and blow away the random appearing Germans that seemingly come out of nowhere.



An enemy vehicle pulls up on the west side after you've picked off a few soldiers, so grab that handy, dandy rocket launcher and aim at it after you've cleared the immediate vicinity of German troops. Kaboom! Get over to that west side and clean up the soldiers behind the vehicle with your automatic weapon, and plant the explosives on two additional halftracks that appear (one is all dressed up, how cute!) before picking off the remaining enemies. It's around this time that the clock starts ticking! Yeehaw! Five minutes until back-up arrives!



Get to shelter to protect yourself from the artillery barrage, and once this is over, you'll have about 4 minutes to go on the clock. Step outside and head to the north side to defend the breach in the wilderness. It gets a little hectic, so heavily consider manning one of the many turrets that are scattered around the level. Another dressed up halftrack comes running up the northern hill, so plant the explosives on it to settle the score. A second one follows to the left side, so try to get the head start on it by using the rocket launcher to make it explode. Clean up the remaining enemies to win the battle.



Crossing the Rhine									
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The Crossing Point

The final mission of the game takes place at the—Anyone? Anyone?—end of the war. Use the turret you're manning to eliminate the guard in the window and the two along the blown out wall to the left side before jumping out of the boat to the left, as it's about to explode. Walk forward and hide behind a tree. Throw a smoke grenade out and wait for the smoke to settle. Quickly go through and kill the enemy behind the tree before throw a grenade over the wall to your right to take out a few enemies here. Your troops will clean up the rest of the mess.



Go through the building and quickly out the door to the next building ahead. Run up the stairs to second floor as swiftly as you can, and snipe these enemies down below from the comfort of the heights. After the entire ground level is clear, descend the stairs and use the gun to complete the first part of this four part objective. Go around the side of the building down southwest towards the markers on your map and kill the two Germans on the right side. Up ahead will be a barricade consisting of a lot of enemy soldiers, so toss out a grenade to send them sky high. Pick off any of them that come after you, and your soldiers should do the rest of the job initially.



A second wave attacks from beyond this fort, so bear down on them by using coverage and angles to your advantage. Shoot the first line through the spaces between the barrels on the right side, and advance further in once they're done. Begin sniping away at the enemies protecting the Flak gun in the yard straight ahead until all of them have kicked the proverbial bucket. Move left and snipe some heads on the upcoming hill. More heads appear after that, which means it's just more fun for us! Take them out from the cover to the right and pop out to gun a few with your automatic weaponry after that.



The depleted building on the left side will prove to be a key part to their defensive alignment, so hide behind the blown out vehicle and snipe the ones through the windows near the end of the building first, that way all of the enemies are at a single angle (and thus, less fire coming at you from every which way). Take out that turret gunner way in the distance to bring the left side to a complete close (it'll probably require two shots from this distance). Equip the rifle and look over the corner to the right to find three soldiers. Quickly take the first two behind the crates out, and gun down the third before manning the Flak gun to complete the second objective.



With two down, go through the building on the left side and get ready for a party on the left, as you'll have to dismantle a large group of individuals before you can advance. Your troops will clean up the majority of the mess, but support them by firing at the enemies whenever their defense is down. Use your rifle to snipe them down from the bottom of a debris hill. Your rifle will be your best friend as you advance up this street. The upcoming cemetery is littered with soldiers behind the headstones, so be careful when advancing forward. Hop over the wall and to the monument on the left. Shoot the guard behind it.



Your team will be moving forward by this point, so take this opportunity to single-handedly collapse the left side of the

battlefield. Shoot the lines of enemies that are piling up with your rifle or your submachine gun, and aim at the soldiers way in the distance, near the back gate. You will have to plug away at the guards beyond the gate with the rifle and overtake the third artillery unit. Advance to the left up the street and your men will kill off a few enemies along the way. You will notice tens of soldiers in the background preparing their stance for your upcoming parade through Germany.



Cut through the church yard and hide behind a wall near the gate. Use the rifle to pick off the enemies behind the crates up ahead, and more enemies will flood the building itself. Pick off a few in the first story windows and doorway before moving into the building. Kill any remaining guards in the first room only (your troops will clear it from here on out) and go upstairs to cap the sniper. Go downstairs and into the building across the street, and in the third room you will want to crouch and aim at the enemy behind the small wall outside with your rifle. Shoot him, and get ready for a doozy of a fight.



Beyond that circular wall, way in the back, are tens of enemies that are just looking to gang up on you. Move to your side of the outer circular wall, and use the entrance as your sniping point. Pop out here, whilst crouched, to pop the heads off of as many of the crowded soldiers as possible. Once the bulk of them have been destroyed, hide behind the monument in the center of it. Begin looking on both sides for enemies to quickly off. When all but a few are dead, run 'n gun it and take over that final artillery unit.



Oh, but that is not all my friends! A Tiger tank will burst through the wall behind you, so quickly equip it with explosives. Hide behind one of the concrete blocks to your right and throw grenades at the huge groups of Germans that show up. Between your automatic weaponry and your grenades, you should be in the clear, even if there are a lot of these guys. Just mow them down, and locate the second Tiger tank on the right side of where you originally came from. Kill the guards with your rifle from a distance before approaching it, and set the TNT on the tank to complete the objective.



With both tanks destroyed, go back to the enemy side of the circle to find about seven to eight more Germans. Just stand behind an object and use your rifle to nail them in their heads. Once they are defeated, regroup at the cemetery. The war is over.



Congratulations! You've completed Call of Duty 2. Job well done, soldier. You've fought with the best of them, and succeeded... but can you juggle antique vases?